CLAIMS

What is claimed is:

1. A method of communicating a message in a computer network, the method including:

communicating a first message in at least one of a publish-subscribe arrangement and a queuing arrangement; and

communicating a second message in at least one of a publish-subscribe arrangement and a queuing arrangement, wherein the second message is derived from the first message.

2. The method of claim 1, wherein the publish-subscribe arrangement includes a topic to which at least one of the first and second messages is sent, and the queuing arrangement includes a queue to which at least one of the first and second messages is sent.

3. The method of claim 1, wherein the publish-subscribe arrangement includes a topic to which both the first and the second messages are sent.

4. The method of claim 1, wherein the queuing arrangement includes a queue to which both the first and the second messages are sent.

5. The method of claim 1, wherein deriving the second message from the first message includes bridging a source and a target destination, wherein the source and target destinations are selected from the group consisting of a publish-subscribe arrangement and a queuing arrangement.

6. The method of claim 5, wherein the bridge is a software bridge.

7. The method of claim 6, wherein the software bridge is defined by one of parameters in a system file, an administrator console, and a programmatic API.

8. The method of claim 1, wherein the first and second messages are only delivered to a destination that a sender is authorized to communicate with.

9. The method of claim 1, wherein the publish-subscribe arrangement and the queuing arrangement utilize Java messaging.

10. The method of claim 1, wherein the first and the second messages are only delivered to their destinations when both messages are delivered successfully.

11. The method of claim 1, which includes communicating the first and second messages between a messaging server and messaging clients.

12. A machine-readable medium embodying a sequence of instructions that, when executed by a machine, cause the machine to:

communicate a first message in at least one of a publish-subscribe arrangement and a queuing arrangement; and

communicate a second message in at least one of a publish-subscribe arrangement and a queuing arrangement, wherein the second message is derived from the first message.

13. The machine-readable medium of claim 12, wherein the publish-subscribe arrangement includes a topic to which at least one of the first and second

messages is sent, and the queuing arrangement includes a queue to which at least one of the first and second messages is sent.

14. The machine-readable medium of claim 12, wherein the publish-subscribe arrangement includes a topic to which both the first and the second messages are sent.

15. The machine-readable medium of claim 12, wherein the queuing arrangement includes a queue to which both the first and the second messages are sent.

16. The machine-readable medium of claim 12, wherein deriving the second message from the first message includes bridging a source and a target destination, wherein the source and target destinations are selected from the group consisting of a publish-subscribe arrangement and a queuing arrangement.

17. The machine-readable medium of claim 16, wherein the bridge is a software bridge.

18. The machine-readable medium of claim 17, wherein the software bridge is defined by parameters in a system file.

19. The machine-readable medium of claim 12, wherein the first and second messages are only delivered to a destination that a sender is authorized to communicate with.

20. The machine-readable medium of claim 12, wherein the publish-subscribe arrangement and the queuing arrangement utilize Java messaging.

21. The machine-readable medium of claim 12, wherein the first and the second messages are only delivered to their destinations when both messages are delivered successfully.

22. The machine-readable medium of claim 12, which includes communicating the first and second messages between a messaging server and messaging clients.

23. A system to communicate a message in a computer network, the system including a server to:

communicate a first message in at least one of a publish-subscribe arrangement and a queuing arrangement; and

communicate a second message in at least one of a publish-subscribe arrangement and a queuing arrangement, wherein the second message is derived from the first message.

24. The system of claim 23, wherein deriving the second message from the first message includes bridging a source and a target destination, wherein the source and target destinations are selected from the group consisting of a publish-subscribe arrangement and a queuing arrangement.

25. A system to communicate a message in a computer network, the system including:

means to receive the message;

means to communicate a first message in at least one of a publish-subscribe arrangement and a queuing arrangement; and

means to communicate a second message in at least one of a publish-subscribe arrangement and a queuing arrangement, wherein the second message is derived from the first message.